

1324

out of order
- THE WEEKLY FREE NO-THEME 'ZINE-

#0003 - XXV - VIII - PMXX

Intro

Three-some

As expected, issue two of 1324 magazine has been downloaded (and hopefully, *read*) far more times than the first one. I sincerely hope we can keep increasing the readership week by week. This week we handle 'Gashapon', tell you more about *Fort Boyard* UK, the quest for *Fall guys* continues and there's even monkeys (which is always a plus, isn't it?). **1324.online** now serves as a portal to all (past, present and future) issues of the zine, so downloading them has never been easier. Want to submit something yourself? Take a look at the 'IN ORDER' section. Happy reading & 'til next week!

Ivenne Mecking,
Editor 1324 - Out Of Order

Weather

Sunset or Stormy Weather?



Pleiku
Vietnam
31 °C / 88 °F



Ottenstein
Germany
19 °C / 66 °F



Suhaj
Egypt
38 °C / 100 °F

Out Now

Don't bother, currently out of order:



Get ready to 'kick ass', because you won't be chewing any more bubblegum that came from this machine in Berlin (Kreuzberg). On the other hand, perhaps you should just find a *dm-drogerie* and buy a pack. Your choice. Shot by: [Onnola](#).

Go Dutch

In one word a week

'Dienstregeling' (noun)
pronounce: deenst-ray-guh-ling

This word translates to 'time table'.

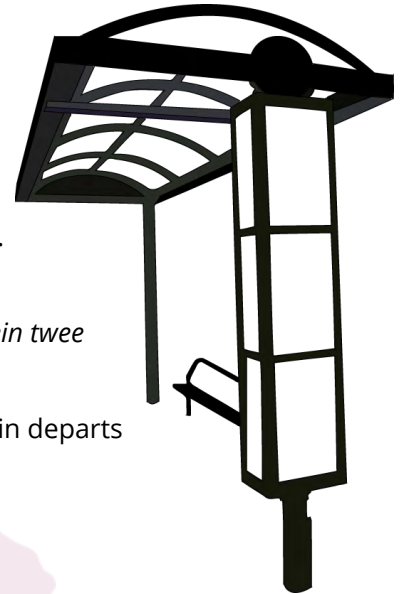
In a sentence

Volgens de dienstregeling gaat de trein twee keer per uur

According to the time table the train departs two times an hour

Also...

The plural is *dienstregelingen*



Little known facts

Squirrel Monkeys

are among the most common monkeys in Latin America. They are rather small (25-36*cm long, with a 35 to 45*cm long tail and a weight of 500-1000* grams) and have a short, dense and soft coat. The back, arms, hands and feet are reddish or yellow in color, the shoulders and hind legs are more greyish. Their black-and-white face gives them the name "death's head monkey" in several Germanic languages (such as Dutch). Squirrel monkeys live in the rainforests of Latin America, along rivers or in mangroves, but they also occur in forest plantations. They live together in multi-male/multi-female groups with up to 500 members and live to about 15 years old in the wild, and up to 30 years in captivity. Finally, if you're old enough to remember *Pippi Longstocking* you might have also seen her pet Squirrel monkey 'Mr Nilsson'.

*10-14", 14"-18", ~1-2lbs

Trivia

Plenty of questions. Can you come up with the answers?

- [01] What is the sum of (5x6x7x8)-356?
- [02] What is *Frasier Crane*'s apartment number: 1901 or 5A?
- [03] Are *udon* noodles thicker or thinner than regular noodles?
- [04] Which skateboarder invented the *kickflip*?
- [05] What color are the eggs of a bluebird?
- [06] Where were the 1992 summer olympics held?
- [07] What function is usually behind the *F1* key on your keyboard?
- [08] *Be Delicious* is a perfume by what brand?
- [09] What colour suit does *Phoenix Wright* usually wear?
- [10] The *lev* is the currency of which country?
- [11] *Gimmie* and *Mulligan* are terms from which type of sport?
- [12] What is the brand *Texas Instruments* most famous for?
- [13] Would you weight more or less on the planet Mars?
- [14] Which country is situated between France and Spain?
- [15] *Turma da Mônica* is a comic strip from which country?

Answers on page four.

From the Machine: Gashapon

Vending machines around the world. This week: a special about the capsule toys known as *Gashapon* in Japan

You could say *1324* is a bit like a capsule machine or the 'box of chocolates' from Forrest Gump. The 'no-theme zine' makes for a magazine that is never quite the same. Gashapon is the Japanese name for capsule machines. It's *onomatopoeic* from the two sounds "gasha" (or "gacha") for the hand-cranking action of a toy-vending machine, and "pon" for the toy capsule landing in the collection tray. It's not known in which year the first capsule toys were being sold (most sources point to the mid 60's), but BANDAI trademarked the Gashapon machine in 1977. This is relatively late considering gumball machine had been doing the rounds since the late 19th century. The idea itself is rather clever. You display some toys on a sheet of paper and fill the machine with orbs. People insert coins and hope to get the toy or figure they desire, but more often than not they don't in which case they try again. And again.

Most of the gashapon are launched in sets, often licensed from popular characters in Japanese manga or video games. Over the year's there's been gashapon of practically every anime or video game under the (rising) sun but there's also a lot designs that range from the strange (miniature squat toilets complete with miniature poops) to the ridiculous (animals in the shape of corn cobs). There's a market for the particularly rare ones, which sometimes fetch over ¥25000 (~\$250). One of them is a Limited Edition golden *SD Gundam* figurine, which is part eraser. The seller is asking ¥ 40000, but will consider bids of 'just' ¥ 25000. For that money you could actually buy a second hand gashapon machine.

The gashapon still so popular in Japan there's even entire stores filled with just machines. The first 'official' store opened back in Tokyo in 2017 and earlier this month a particularly large one was *opened in Fukuoka*. This 'Gashapon department store' has over 2200 machines, with prices ranging from 200 to 500 yen. Japan's not the only country in which the capsule toy is big. In South Korea they have their own 'Gacha Shops' which aren't just filled with machines but are stocked with pre-opened eggs too (handy if you're after a particular item from a set). Again, they're filled with licensed designs by *Disney/Marvel, Toei* etc. Strangely, most of the machines still work on coins, so there's a special machines in which you can insert your *won* bills.

Game On, Gashapon!

Gashapon isn't just around the real world, there's plenty of video games with a digital gashapon machine in them. In *Shenmue* you can buy SEGA-themed capsule toys for 100 yen, and the machines are found in many MMO's too (like *Maplestory*, *Digimon Masters* and *Second Life*). *Mega Man 4* even has a boss that resembles one. Sadly, the gashapon mechanic is also used more and more to sell random capsules in mobile games. Yes, they have 'micro-transactions' written all over them in the world of mobile gaming and it doesn't really help the image of the plastic egg.

Could the 'gambling' aspect finally catch up with the somewhat innocent world of gashapon? Perhaps, as the lootboxes have been the source of much discussion over the past couple of years and the comparison with the gashapon machine is frequently made. Another thing *Tomy / Takara* and *Bandai* (the companies that make the most money from these machines) might be hurt by is the pandemic and risk it brings to these 'handle-heavy' machines. The launch of the *Pipitto Gacha* (a machine that supports mobile payment by simply scanning a QR code) earlier this year might have been just in time.

Since it was roughly 25 years ago we last used a capsule toy machine, we started searching and found a few. Find out what was inside the capsules (and if we could sell the contents on *Yahoo Auctions* for 40k yen) in next week's edition of *1324*.



A huge selection of *Yujin* Gashapon machines as seen in HongKong. Picture by: MK2010.

Falling in Love

I fell in love with *Fall Guys*. Last week I decided to give it a try on my 5 year old laptop because of the lack of other options

Of course, it didn't take long to find *Steam* and to start the download. The installer found its way onto my system in seconds and it didn't take too long to update it, extract it and to set up a new account. Of course, some *Ivenne* (probably from the Philippines, as it's a more popular name over there), already took that name, so my Twitter handle got another clone. One of the few things I knew was important to have was the latest version of *DirectX*. I downloaded *DirectX 12* and already started the installer when I found out that it was useless, since running Windows 10 automatically meant I had the latest version. I also downloaded the latest *GeForce 840M* drivers from the US site (the Dutch 840M pages were taken down). It didn't convince me they were going to help at all though, since they were last updated in 2018(!).

As a final measure I made sure to disable all the non-essential stuff from the *Start-up* tab of the task manager, because I was sure all the *Adobe* utilities wouldn't help the performance. Nearly an hour later I was ready to go. I launched *Steam*, it was finally time to hit that big green play button next to the only game in my library! It took a while, but when the yellow title screen of *Fall Guys* popped I couldn't help but smile a little. It didn't crash, it wasn't chugging along... 'this might work!'. Next step: the settings screen. I lowered the resolution, turned off *V-sync* ('hey!'), set the texture detail to *Half Res* and turned off nearly every other effect of which I knew it would hurt the performance, just to give my system a *little* more chance of running the game.

There was nothing more I could do, it was time to hit 'PLAY!' and simply hope for the best. It displayed the loading screen ('Yes this works, but it's not going to crash now is it?'), the camera hovered over the stage (ANTICIPATION OVERLOAD!!) and then...oh boy. 'What is going on?!' The sixty fall guys were all seen moving around the stage...at about five frames per second. Yes, it worked, yes I could control my little guy and yes I nearly even got to the exit, but no, it wasn't really playable. It could be 'played', sure, but even at my low standards ('60FPS? Nah, 20-30 is *fine*') it looked pretty unlikely playing *Fall Guys* like this was going to be much fun. Darn. Now what?

Next week: *Refund or real fun?*

The history of Fort Boyard UK: part three

Season 5

So, Fort Boyard season 5. Melinda, Leslie and Geoffrey said their goodbyes, their replacements were Jodie Penfold, Christopher Ellison and Tom Baker respectively. Jodie was an 'up and comer', Christopher on the other hand appeared in many guest roles and even several movies. Tom Baker was probably the most well-known actor, as he previously starred in over 170 episodes of *Doctor Who*.

Press the red button. No, not *that* one!

Before the season kicked off at the 20th of October 2003, Challenge did a 'Fort Boyard weekend', featuring a behind-the-scenes look at the making of the new show and back-to-back episodes of the last series. There were a few changes to the game format too. First, the teams needed *five* keys instead of the four in seasons 1-4. In the end this meant they played far more key challenges and only a few challenges to score the clue words needed to find the code word. Perhaps this change was made because of another new element: the 'interactive experience'. This 'Play Along' game meant eagle-eyed eTV viewers could join the team in their quest to find the hidden code word by spotting seven hidden symbols, which were embedded throughout the show. The earned clue words enabled them to solve the riddle in the finale, by pressing the red button on their TV handsets. Maybe Challenge introduced it to keep the viewers awake, because -all things considered- season 5 was sadly a bit of a snoozefest.



Christopher, Jodie and Doctor W...sorry...Tom Baker.

Out of Character

With all due respect to Christopher, but his version of *Boyard* couldn't hold a candle to that of Leslie. Gone was the nasty, sarcastic boyard of Leslie. The boyard played by Christopher had little character. Sure, he 'didn't like his gold taken' and often exclaimed 'my gold is safe' after a team failed a challenge, but that was about as harsh as he would get. As a viewer you'd never be quite sure what to make of him. The punches he threw were quite weak and his version of the classic 'Jack, the door!' line held little weight. Tom's character 'Captain Baker' didn't make much sense, really. Again, you never really knew what to make of him. Being 'mad' was pretty much his only trade. There was little to no back story to his character (why was he here? what was his game? what was his relation to boyard?), so why have him there in the first place? Often he'd just be seen babbling, but his script was weak and so his sections were neither funny or entertaining. Jodie seemed fairly enthusiastic, but, again, held little specific personality. During a challenge viewers could mostly see her walk towards the camera, tilt her head and mumble a few words of little importance. There was a bit of 'spiel' between her and boyard, but none of it was particularly memorable. Little thought was put into building the traits of their characters. For example, when you see boyard, the 'Master of the fort' trailing the team when they run towards the first challenge it just looks silly. The same can be said for the final shot of the show where captain Baker suddenly came down from the watch tower to tell the viewers about the clues to the code word, even though Jodie and Christopher already said their goodbyes. Strange.

Cutting *all* the corners

It very obvious *Challenge* tried to cut a few corners to keep the budget down for season 5. They re-used parts of the old intro, used some old stock footage of the fort for the intermissions and curtailed the amount of costly challenges (such as the ones on the outside of the fort). Apparently, they also tried to save some money on production as the audio mixing is very weak. Because the audio levels of the tracks by Paul Koulak are too low the show immediately feels incredibly lifeless. There's no sense of urgency left and the action just strolls along a bit. Perhaps the most painfully obvious proof *Challenge* didn't want to spend too much money was the amount of gold the teams could win. Even if they managed to grab the majority of the gold that was dropped into the cylinder, they would still end with just a few thousand pounds. Several teams even went home with just a couple of hundred pounds. A rather pathetic bounty for a game-show of the caliber of Fort Boyard. To end on a positive note: what *was* good about season 5? Well, the fort was still the fort (unlike the painted circus it is these days), the soundtrack by Paul Koulak was present and there were plenty of unique challenges that only could be seen during that particular season. Season 5 of Fort Boyard UK is worth viewing, it's just not particularly good and that's a shame. We won't return to Fort Boyard next week, but there's still plenty more to tell. Expect a return to the fort in a future edition of **1324**.



'Congratulations team! You've won...210 pounds. Go buy yourself some ice cream.' *WWTBAM* it ain't...



Fort Boyard returned as FB: *Ultimate Challenge* in 2011. It was shot in HD, had new hosts aired on Disney XD(!).

FREE: Software

A selection of temporary free apps/games

Epic Games Store

- [Enter the Gungeon](#)
- Hitman (from August 27, no link yet)

GOG

- [Serious Sam -The First Encounter](#)

Google play:

- [Dungeon Shooter: The Forgotten Temple](#)
- [Equalizer Pro](#) (was: \$1.99)
- [Evertale](#) (was: \$0.99)
- [New Math Puzzles 2020 PRO](#) (was: \$2.49)
- [Peppa Pig: Happy Mrs. Chicken](#) (was: \$2.99)

ios

- [Recolor: Adult Coloring Book](#)

Itch.io

- [Totem](#) (was: \$4.99)

RandoTube

We push random Youtube channels

The first victim of our free publicity is the Youtube channel by *Oscarman '97*.

Channel description:

"I'm a content creator producing just about anything that I'm interested in. The most notable content you'll find here are animations, parodies, film analysis, comedy skits, dubs and much much more! I've self taught myself filmmaking and especially editing for 12 years now and I'm working as an editor trying to enter the film industry!"

Recent video output (topics):

Hatsune Miku, Slender Man, Persona 4, Metal Gear Solid, Scot Pilgrim.

Current subscriber count:

961 (let's push him over the 1,000!)

[[Oscarman97](#)]

Quality Quote

Words to go by

'If there's a book that you want to read, but it hasn't been written yet, then you must write it.'

-Toni Morrison

When trains might fly

MoMA post 1902 footage of a suspended railway in Germany

Elon Musk might think he's all 'hip and cool' with his *Hyperloop* (if it ever happens), but check out what German engineers were able to do well over 100 years ago! The *Museum of Modern Art* (New York) has recently posted a short film (2 minutes) called 'The Flying Train'. This film depicts a ride on a suspended railway in *Wuppertal* (Germany) in 1902. If you thought the last remnants of the track had been lost to time ages ago you're actually wrong, as the track is still there. What's more: it's still in operation!

The footage uncovered by the MoMA was shot on something called 'Mutoscope' rolls (68mm wide). As expected, the film is silent, but it still manages to capture the characteristic city of Wuppertal quite well. There's horse-drawn carriages, painted billboards and the track even hovers above the river *Wupper* at one point. It really is quite magical. Interested in a ride? Hit your search engine with the keywords 'Wuppertaler Schwebebahn'.

[[The Flying Train \(1902\) MoMA Film Vault Summer camp](#)]



The Wuppertaler Schwebebahn is 13,3km (~8,5 miles) long and has 20 stops and 2 depots. Screenshot from MoMA footage. ©MoMA 2020.

Trivia: The Answers

Plenty of answers. Can you come up with the questions?

- [01] 1324. Typical number, that.
- [02] 1901. 5A is the apartment number of *Jerry Seinfeld*.
- [03] They're thick noodles. *Kake udon* is a noodle soup.
- [04] *Rodney Mullen*. In 1982 he invented the modern form of the trick.
- [05] They're blue to (da ba dee).
- [06] Barcelona, Spain. Most successful were the [Unified](#) team.
- [07] It generally opens up the *Help* function
- [08] *DNKY* (Donna Karan New York). It smells of sour apples.
- [09] Blue (da ba dee).
- [10] Bulgaria (da ba...no, wait). 100 lev is worth about €52 (~\$60/£45)
- [11] Golf. The *mulligan* was named after a hopeless golfer who always failed at putting and got really angry because of it*.
- [12] They're best known for their calculators but they do more tech.
- [13] You'd weight less.
- [14] Andorra. It has a population of approximately 77,000.
- [15] Brazil. It's still running and there's even a few *Mônica* video games.

*That's a lie. Did I get you?

See you next week?

